# Oricom

# MI40 User guide

**1.8GHz DECT Cordless Telephone**

**Digital Answering Machine,**

**Caller ID & Handset Speakerphone**

## TABLE OF CONTENTS

## Notes for operation in New Zealand

The grant of a Telepermit for any item of terminal equipment indicates only that Telecom has accepted that the item complies with the minimum conditions for connection to its network. It indicates no endorsement of the product by Telecom, nor does it provide any sort of warranty. Above all, it provides no assurance that any item will work correctly in all respects with another item of Telepermitted equipment of a different make or model, nor does it imply that any product is compatible with all of Telecom's network services. This device may be subject to ringing or bell tinkle when certain other devices are connected to the same line. If this occurs, the problem should not be referred to the Telecom Faults service.

This equipment shall not be set to make automatic calls to the Telecom "111" Emergency Service. This equipment may not provide for the effective hand-over of a call to another device connected to the same line.

### REN (RN for New Zealand)

The REN (Ringer Equivalence Number) or (RN) is of significance only if you wish to connect more than 1 telephone to your telephone line. A standard telephone line has a maximum REN capacity of 3 (RN of 5). It is possible to connect 3(5) devices with a REN of 1 (RN of 1) with no degradation to the product's performance. Exceeding this limit may cause the volume of the ringer in any phone to decrease or not ring at all.

### Caller ID

Customers using non Telecom toll services should not use the dial back feature for local calls as this will incur a charge only the 7 digit number should be dialled. Some of the CID services listed may not be available in New Zealand

# ⚠ Safety Information

- Avoid exposure of this telephone to moisture or liquid.
- To prevent electric shock, do not open the handset or base cabinet.
- Avoid metallic contact (e.g. metal clips, keys) between the battery contacts and charging conductors.
- Do not use the handset in an explosive hazard area such as where there is gas leaking.
- There is a slight chance that the telephone could be damaged by an electrical storm. It is recommended that users unplug the phone from the mains supply and telephone socket during a storm.
- Follow the local regulations regarding the disposal of your packing materials, exhausted batteries and used phone. Wherever possible, recycle those materials.
- We advise that this phone should not be used near intensive care medical equipment or by persons with pacemakers.
- Clean with a dry, soft, lint-free cloth. Never use cleaning agents, particularly aggressive solvents.
- Because the phone works by sending radio signals between base station and handset, wearers of hearing aids may experience interference in the form of a humming noise.
- Your phone can interfere with electrical equipment such as answering machines, TV and radio sets, clock radios and computers if placed too close.  It is recommended that you position the base unit at least one metre from such appliances.

# ⚠ CAUTION

**This telephone is not designed for making emergency telephone calls when the mains power fails.  Always have a corded telephone available to be able to make and receive calls to emergency services.**

**Do not use your telephone during an electrical storm thunderstorm as it is possible to get an electric shock.  Refer to information contained in Telstra White pages directory.**

# Getting Started

**Unpacking**
This package should contain the following:
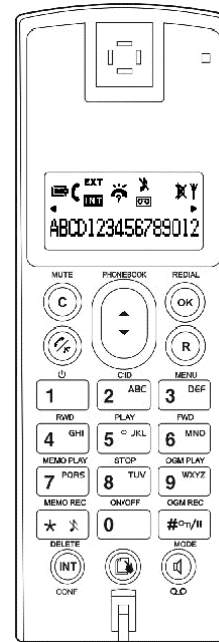
Handset                          Belt Clip
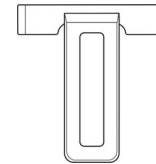


Base Unit
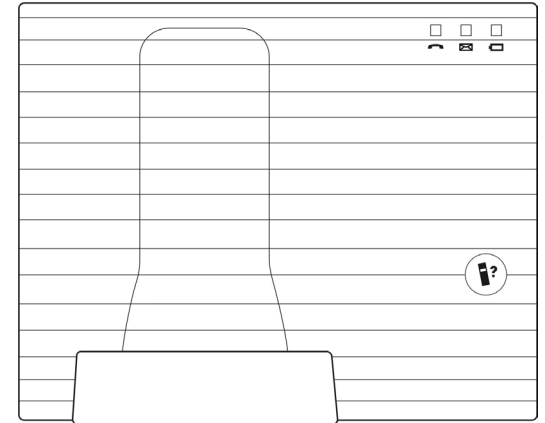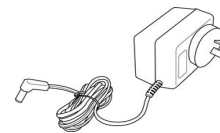


Power Adaptor          Phone Lead and          Rechargeable Batteries
                         modular plug                Ni-MH, 1.2V 650mAh
                                                    2* AAA size (HR 10/44)
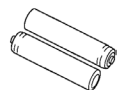


And this Owner's Manual
Headset is not included.
If any of these items are missing, please contact your retailer were you purchased the product from.

## Your Telephone

LED

Phonebook / Scroll up / Volume up

LCD Display

Redial / Confirm

Menu / Recall

Cancel / Mute

In Use

Charging

CID / Scroll down / Volume down

PHONE On / Off POWER On / Off

ANS MAC On / DTAM Message waiting

Dialling keys / Shortcuts to phonebook

Headset Socket

Dialling key / Ringer Off / on
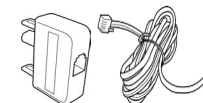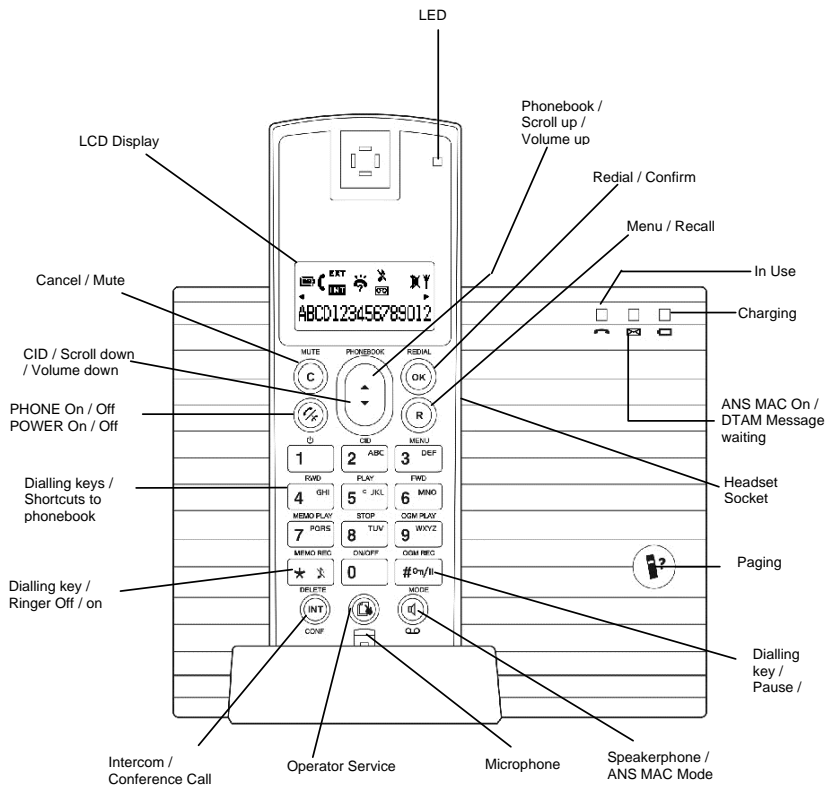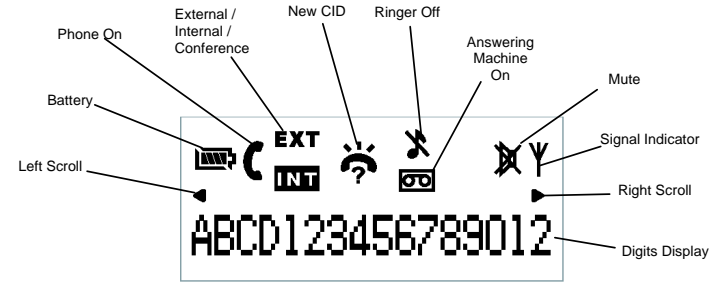
Paging

Dialling key / Pause /

Intercom / Conference Call

Operator Service

Microphone

Speakerphone / ANS MAC Mode

## LCD Display on the Handset

Phone On

External / Internal / Conference

New CID

Ringer Off

Answering Machine On

Battery

Mute

Signal Indicator

Left Scroll

Right Scroll

Digits Display

| Icon | Name | Description |
|---|---|---|
| 🔋 | Battery | • Animated when charging.<br>• When the battery indicator displays 4 blocks, the battery is fully charged.<br>• When the battery indicator displays no block, the battery is almost empty, and requires charging. |
| Y | Signal Indicator | Steadily – signal linkage between handset and base is established.<br>Blinking – no signal linkage with any base. |
| ( | Off Hook | Display during off hook. |
| (EXT | Calling External | User is calling outside. |
| (INT | Calling Internal | User is making an intercom call |
| (EXT INT | Conference | User is talking with one external and another internal user. |
| EXT | External Call | Blinking – there is a call from outside.<br>Steady – Line is engaged. |
| INT | Intercom | Blinking – there is an intercom call.<br>– When being paged.<br>Steady – Line is engaged. |
| 📞 | New CID number | New callers number Caller ID (CID) received. |
| ▶ | Right Scroll | The number displayed contains more than 16 digits and the first 16 digits are displayed. |
| ◀ | Left Scroll | The number displayed contains more than 16 digits and the rightmost digits are displayed. |
| 🔇 | Mute | Handset microphone is muted during off hook. |
| 🔕 | Ringer Off | The handset ringer is turned off. |
| 📼 | Answer Machine | The answering machine is on. |

**Basic Steps to Install**

1. Connect the output plug of the mains adaptor to the  socket on the back of the base unit and the mains adaptor to the wall mains supply.
2. Insert the 2 rechargeable Ni-MH AAA batteries (included), observing their polarity, into the battery compartment on the handset.
3. Slide the battery door firmly into place.
4. Place the handset on the base unit and let the batteries charge for a full 24 hours before using for first time.
5. Connect the telephone lead to the  socket on the back of the base unit and to the wall phone socket.
6. Align the belt clip with the holes on the both sides of the handset and click into place.

⚠ **CAUTION**

**Use only the mains adaptor supplied with this telephone. Incorrect adaptor polarity or voltage can seriously damage the unit.**

Adaptor Model No.:
Input: 230 VAC 50 Hz
Output: 9 VDC 300 mA

**Battery Level Indication**

The Battery icon is always displayed when the handset is on. When charging, the battery icon will be scrolling to indicate that the batteries are being charged. When fully charged, four bars are displayed. The scrolling will stop.
When an empty battery icon is displayed, place the handset on the base cradle to recharge the batteries. If low battery level happens during off-hook, a series of short beeps will be heard from the speaker of the handset.
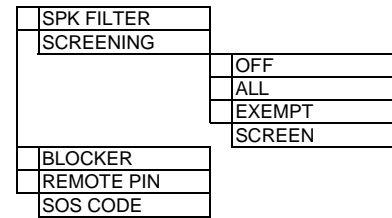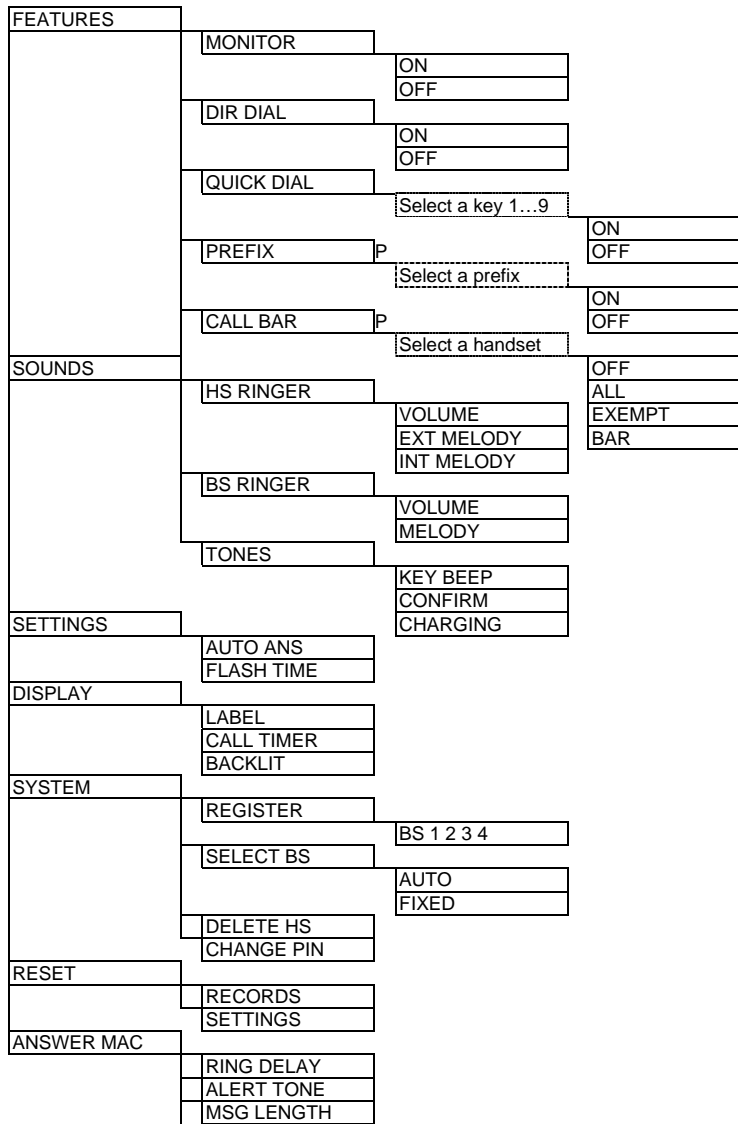
**Charging the Handset**

When the handset is placed on the base cradle to charge the handset batteries, a charging tone, if set to ON, will be emitted from the handset's speaker. (Refer to Alert Tone Section). During charging, the charge LED on the base unit will be steadily lit. The battery icon will be scrolling to indicate that the batteries are being charged.

Get into the habit of putting the handset on the base unit to charge when it is not in use to ensure the handset is always fully charged.
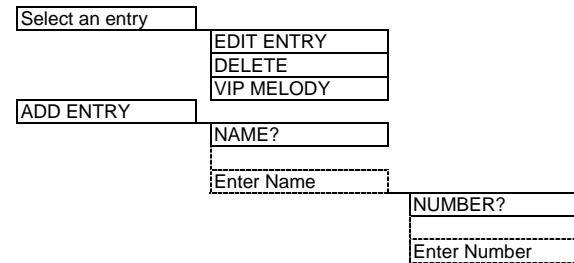
⚠ **CAUTION**
**RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. Never use non-rechargeable batteries; use recommended type supplied with this telephone. Ni-MH batteries must be disposed of in accordance with applicable waste disposal regulations.**
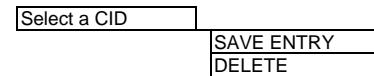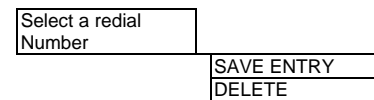
# Menu Overview

FEATURES

MONITOR
- ON
- OFF

DIR DIAL
- ON
- OFF

QUICK DIAL
- Select a key 1…9

PREFIX  P
- ON
- OFF
- Select a prefix

CALL BAR  P
- ON
- OFF
- Select a handset

SOUNDS

HS RINGER
- VOLUME
- EXT MELODY
- INT MELODY
  - OFF
  - ALL
  - EXEMPT
  - BAR

BS RINGER
- VOLUME
- MELODY

TONES
- KEY BEEP
- CONFIRM
- CHARGING

SETTINGS
- AUTO ANS
- FLASH TIME

DISPLAY
- LABEL
- CALL TIMER
- BACKLIT

SYSTEM

REGISTER
- BS 1 2 3 4

SELECT BS
- AUTO
- FIXED

DELETE HS

CHANGE PIN

RESET
- RECORDS
- SETTINGS

ANSWER MAC
- RING DELAY
- ALERT TONE
- MSG LENGTH

SPK FILTER

SCREENING
- OFF
- ALL
- EXEMPT
- SCREEN

BLOCKER

REMOTE PIN

SOS CODE

## Phonebook Menu

Select an entry
- EDIT ENTRY
- DELETE
- VIP MELODY

ADD ENTRY
- NAME?
  - Enter Name
    - NUMBER?
      - Enter Number

## Call Log Menu

Select a CID
- SAVE ENTRY
- DELETE

## Redial Menu

Select a redial Number
- SAVE ENTRY
- DELETE

**Service Menu**

| Select a Service |
|---|

| | EDIT ENTRY |
|---|---|
| | DELETE |

| ADD ENTRY |
|---|

| | NAME? |
|---|---|

| | Enter Name |
|---|---|

| | NUMBER? |
|---|---|

| | Enter Number |
|---|---|

# Basic Operations

### During Standby

When the phone is not in use, the LCD displays the phone model no., the handset no., the battery icon, and the Signal indicator.



### Making External Calls

#### *Using Traditional Dialling*

- Press $\textcircled{\scriptsize ℂ/*}$ and wait for dialling tone.
- The $ℂ^{EXT}$ icon on handset will be turned on.
- The LED on the handset and the In Use LED on the base unit will also be turned on.
- Use the keypad to dial the phone number. The display shows the digits as you enter them.
- If more than 16 digits are entered, the ◄ icon will be turned on. Only the last 16 digits will be displayed.
- The call timer will display after a while and start timing the call.

#### *To End a Call*

- Press $\textcircled{\scriptsize ℂ/*}$, or
- Place the handset back on the base unit.
- The duration of the call will remain for about 5 seconds after you hang up.

### Using Pre-Dialling

You can enter a telephone number and verify it on the display before you place the call.

- Use the keypad to enter the phone number. The display shows the digits as you enter them.
- If more than 16 digits are entered, the ◀ icon will be turned on. Only the last 16 digits will be displayed.
- Press ⓒ⁄⭐, the number entered will be dialled out.

Note: If you make a mistake, press ⓒ to erase one digit at a

time or press and hold ⓒ for 2 seconds to clear the entire number and return to Standby.

### Using Quick Dialling

The dial keys **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, and **9** can be linked to a phonebook record.

- During standby, press and hold the key will dial out the number directly.
- The number dialled will be displayed on the LCD.
- If the number is more than 16 digits, the LCD will display the rightmost digits with the ◀ icon turn on.

To Set the Quick Dial:
- Press ⓡ during predial or standby.
- The display reads FEATURES. Press ⓞᴷ.
- Use ↕ to scroll until the display reads QUICK DIAL.
- Press ⓞᴷ.The display will show KEY 1.
- Use ↕ to scroll through KEY 1 to KEY 9. Press ⓞᴷ on a selection.
- Use ↕ to select ON or OFF.

- Press ⓞᴷ at OFF will de-activate the quick dial feature for the selected key.
- Press ⓞᴷ at ON will activate the quick dial feature for the selected key. The name of the first record in the phonebook will be displayed.
- Use ↕ to scroll through the phonebook records or use the starting letters to select record.
- Press ⓞᴷ at a record to view the number.
- Press ⓞᴷ at the number to confirm. The quick dial feature is activated on the selected key.
- Press and hold ⓒ to return to standby.

**Note**: If there is no record in the phonebook, press ⓞᴷ at ON will show EMPTY.

### Using Direct Dialling

This feature allows you to store a number in the Direct Dial memory for quick dialling later.
When the direct dial feature is activated, the prompt, DIR DIAL, will be blink on the display during standby. Press any key except ⓡ during standby to dial out the designated number.

To activate:

- Press ⓡ. Use ↕ to scroll through the menu until the display reads FEATURES.
- Press ⓞᴷ. Use ↕ to scroll through the menu until the display reads DIR DIAL.
- Press ⓞᴷ. Use ↕ to select ON. Press ⓞᴷ.
- The display will read NUMBER? Or, the previously entered direct dial number.
- Enter the number to be dialled out.

- Press (OK) to confirm.
- If no number was entered but (OK) is pressed, the feature will be de-activated.
- Press (C) to exit. A blinking DIR DIAL is displayed during standby.

To de-activate:

- Press (R) will go directly to DIR DIAL
- Press (OK). The display will show ON.
- Press ⌄ to select OFF.
- Press (OK) to de-activate the function.
- Press and hold (C) to return to standby.
- The blinking DIR DIAL on the display is turned off.

## *Using Last Number Re-Dialling function*

The last 10 numbers dialled (up to 18 digits) are stored. If a number is dialled several times, its position in the list will be changed to reflect the real history of last dialled calls. Pause # and recall keystrokes are also in the redial number.

Only the first 18 digits will be saved as redial number. If the number consists of more than 16 digits, the first 16 digits together with the ▶ icon will be displayed. Press (OK) to view the remaining digits.

You can select any number on the redial list to redial in Pre-Dialling mode. However, you can only select the last number for redial in dialling mode.

**Redial the Last Dialled Number**

- Press (⌀⁄✳) and wait for dial tone.
- Press (OK), the last number dialled will be displayed and dialled out automatically.

Note: The display will show EMPTY if there is no number in the redial list.

**Redial the Last Dialled Number by Using Pre-dialling**

- Press (OK), the last number dialled will be displayed.
- Press ⬍ to scroll through the last 10 dialled numbers.
- Press (⌀⁄✳).
- The ( icon on the display will be turned on.
- The phone will connect the line and dial the number displayed.
- The ᴇxᴛ icon on the display will also be turned on.

**Save the Redial Number in the Phonebook**

- Press (OK), the last number dialled will be displayed.
- Press ⬍ to scroll through the last 10 dialled numbers.
- Press (R) on the number you wish to save.
- The display will show SAVE ENTRY.
- Press (OK). The display will show NAME?
- Use the numeric keys & the (C) key to enter the name. If name is not entered, the entry will be identified by a set Of brackets ( ).
- Press (OK) to confirm. The redial number will be displayed.
- Edit the number by using the numeric keys & the (C) key.

- Press (OK) to confirm the entry and exit to SAVE ENTRY.
- Press (C) to return to the redial list.

**Delete a Redial Number**

- Press(OK), the last number dialled will be displayed.
- Use (⬍) to scroll through the last 10 dialled numbers.
- Press (R) on a selected number. SAVE ENTRY will be displayed.
- Use (⬍) to scroll until the display reads DELETE.
- Press(OK). The display reads DELETE?
- Press(OK). The selected number will be deleted. The display will return to the redial list.
- Repeat the steps to delete another dialled number.
- Press (C) to exit the redial list.

Note: You can refer to Delete All Records section to delete the entire redial list at once.

**Inserting Pause for PBX System**

Press and hold [#○◻/ǁ] to insert a Pause of 3 seconds P will be shown on the display.

Note: If there is a P in the predial, phonebook, redial or service number, the handset will pause for the pre-programmed duration before dialling out the next digit.

**Receiving External Calls**

When receiving an external call, all handsets including the base unit will ring, provided that the ringers are turned on. The ▮ icon on the

display will blink. The LED on the handset and the In Use LED on the base unit will also blink.

**When the handset is on the base unit, lift the handset:**

- To answer the call when the AUTO ANS feature is turned on.
- Press (✆) to connect the call if the AUTO ANS feature is turned off. (Refer to section "Auto Answering" for details)

**When the handset is not on the base unit:**

- Press (✆) to connect the call.

**Recall**

The (R) key s also used for a number of Network services provided by your telephone network operator, and for use when connected to certain telephone PBX's. Details on how to use this button will be explained by your network service provider. (Refer to Recall Timing Section)

**Adjusting the Handset Ringing Volume**

- Press(R). Use (⬍) to scroll through the menu until the display reads SOUNDS.
- Press(OK). Use (⬍) to scroll through the menu until the display reads HS RINGER.
- Press(OK). The display reads VOLUME.
- Press(OK).
- Use (⬍) to select from ▰▰▰▰▰, ▰▰▰▰, ▰▰▰, ▰▰, ▰ and VOL OFF. ▰ Represents the minimum volume level whereas ▰▰▰▰▰ represents the maximum volume level.
- Press (OK) to confirm the selection and exit to VOLUME.

- To turn off the ringer volume, press (OK) on VOL OFF. The ⚡ icon on the display will be turned on.
- You can also press and hold [ ＊ ⚡ ] during phone ringing or standby to turn off the ringer. The ⚡ icon on the display will be turned on.  To turn on the ringer, user can press and hold [ ＊ ⚡ ] during phone ringing or standby. The ⚡ icon on the display will be turned off.

## Adjusting the Receiver Volume

During a call, user can adjust the receiver volume by pressing (⏶⏷).
There are 3 levels of receiver volume to choose from: ∎∎∎, ∎∎ & ∎ .

- Press (⏶⏷), the current volume level is displayed.
- Press (⏶) to increase the volume.
- Press (⏷) to decrease the volume.

## Handsfree Operation

### Using the Handsfree Speaker

- Press (◁)) for handsfree operation during a call.
- The earpiece is turned off and the speaker is turned on. You can now talk into to the microphone without holding the handset to the ear.
- Press (◁)) again. The speaker is turned off and the earpiece is turned on. You will need to hold the handset against the ear.

### Using a Headset (Not supplied)

- Gently flip back (do not remove) the rubber cover on the side of the handset to gain access to the headset socket.
- Plug the headset into to the headset socket.

- The handset receiver and microphone are now turned off.
- You can now talk into to the microphone of the headset without holding the handset to the ear.
- For additional mobility and full handsfree, mode clip handset to your belt using the clip supplied.

## Microphone Mute / Un-mute

During a call, User can mute the microphone by pressing (C)
The 🎤 icon on the display will turn on.  To un-mute, press (C) again.
The 🎤 icon on the display will turn off.

## Handset Locator (page function))

In the event of misplacing the handset, briefly press the 📱? button on the base unit will page all handsets.  All handsets on standby will ring for 30 seconds. The INT icon and the prompt BS PAGING will be blinking on the display. User can press any key on a handset to stop the paging.  Note: If you press and hold the page key for more than 4 seconds, the phone will enter into registration mode.

## Handset Keypad Lock/Unlock

You can lock the handset to prevent pressing any keys accidentally. When the keypad is locked, all keys will be inactive.

To lock:
- Press and hold [ #☺/II ] during standby.
- The display will show HOLD #.

To unlock:
- Press and hold [ #☺/II ] during standby.

Note: When a call comes in, user can answer the call by pressing (📞) if the handset is not on cradle or lift the handset from the cradle

provided AUTO ANS is ON. Once the call is ended by pressing
(📞) or returning to the cradle, the keypad remains locked.

**Low Power Mode**

You may put the handset in low power mode to conserve the battery consumption.  The display and ringer will be turned off.  Any incoming calls will ring at the base and other handsets that are not on low power mode.

To activate Low Power Mode,

- Press and hold (📞) for 2 seconds during standby.

To de-activate,

- Press (📞); or
- Place the handset back on the cradle

# Using the Phone Book

**Storing an Entry**

- You can store up to 50 phone records with up to 10 characters for name and 18 digits for number.
- To store a phone record, press (▲) during predial or standby.
- The display reads ADD ENTRY.
- Press (OK). The display reads NAME?
- Use the alphanumeric keypad to enter the name of the person whose telephone number you wish to enter. If no name is entered, the name will be displayed as (  ) in the phonebook.
- Press (OK). The display reads NUMBER?
- Enter the telephone number (maximum 18 digits), the ◄ icon will show when the number is more than 16 digits.
- Press (OK) to confirm storing of the number. The telephone number entered must be unique. If not, the display will remain at the number.

- To exit, Press (C).

Note: If there 50 records have been added, pressing (OK) at ADD ENTRY will display FULL and then return to ADD ENTRY. The Phonebook record and Services number cannot be the same.

**Reviewing the Phonebook**

- Press (▲) during predial or standby.
- The display reads ADD ENTRY.
- Use the (▲) or (▼) key to scroll through the entries.
- You may also use the alphanumeric keys to view the entries. When 1…0 is pressed, the first alphabetically entry starting with the first character of the key will be displayed. Pressing the same key again will display the first entry starting with the next available character. For example, pressing [2 ABC] once, entry starting with A will be displayed. Pressing [2 ABC] twice, entry starting with B will be displayed.
- Press (OK) on the name of an entry, the number of the entry is displayed.
- If the number consists of more than 16 digits, the ► icon is turned on and the first 16 digits of the number are displayed. Press (OK), the remaining digits are displayed.
- Press (OK) again will display the name of the entry.
- To exit, press (C).

**Editing an Entry**

- Press (▲) during predial or standby.
- The display reads ADD ENTRY.
- Use the numeric key, (▲) or (▼) key to scroll through the records.
- Press (R) on an entry (except ADD ENTRY).
- The display will show EDIT ENTRY.

- Press (OK).
- The name of the entry will be displayed.
- Use the alphanumeric keypad and the (C) key to make the changes.
- Press (OK) to confirm.
- The number of the entry will be displayed.
- Press (C) to delete any digits you wish to alter and re-enter the number.
- Press (OK) to confirm.
- Press (C) to return to phonebook.
- Press and hold (C) will exit to standby.

## Dialling a number from Phonebook

- Press ⌃ during predial or standby. The display reads ADD ENTRY.
- Use ⇕ to scroll through the records   Press (OK) to view the number.
- Press (⌀*) on the selected phonebook record to dial out the number.

## Deleting a Phonebook Entry

- Press ⌃ during predial or standby.
- The display reads ADD ENTRY.
- Use ⇕ to scroll through the records.
- Press (R) on an entry (except ADD ENTRY).
- The display will show EDIT ENTRY.
- Use ⇕ to scroll until DELETE is displayed.
- Press (OK), DELETE? is displayed.

- Press (OK) to confirm and the selected entry is deleted. The display will return to phonebook.
- Press (C) to exit.
- Press and hold (C) will exit to standby.

Note: Refer to Delete All Records section to delete the entire phonebook at once.

## VIP Ringing (Melody)

You can assign a distinctive ringing tone to incoming calls from specific callers. When the CID of an incoming call matches with a phonebook number, the phonebook name will be displayed and the VIP melody defined for that record, provided the VIP melody is set to on, will be played as the handset ringing melody.

- Press ⌃ during predial or standby.
- The display reads ADD ENTRY.
- Use the numeric key, the ⇕ key to scroll through the records.
- Press (R) on an entry (except ADD ENTRY).
- The display will show EDIT ENTRY.
- Use ⇕ to scroll until VIP MELODY is displayed.
- Press (OK). Use ⇕ to choose OFF or ON.
- Press (OK).
- If OFF is chosen, only the external melody will be played when a call from this number come in.
- If ON is chosen, Use ⇕ to select one of ten melodies: MELODY 1 to MELODY 10. Press (OK) on a melody to confirm the VIP ringing for the selected number.
- Press (C) to return to phonebook.
- Press and hold (C) will exit to standby.

# Caller ID

If you subscribe (charges may apply) to your telephone service providers Caller ID service, numbers of the incoming calls will be displayed on the display and stored in the call log. (Please consult your telephone service provider for details about this service)

When an external call comes in, the display will show either:

- The name of the phonebook entry if the number of the incoming number is the same as the number of the phonebook entry, or
- The first 10 characters of the name of the phone book entry, or
- The last 16 digits of the number of the phone book entry if the name is unavailable, or
- NOT AVAIL for Out of Area calls and PRIVATE for Private calls

The ◄ icon will be displayed if the number of the CID is displayed and has more than 16 digits.

When you have new/unanswered calls, the 📞 icon on all the handsets that currently connected to the same base unit will be turned on.

## Call Waiting Caller ID

If you have subscribed to your telephone network operators Call Waiting Caller ID service, your phone will display the number of the other incoming call for around 7 seconds while you are talking on the phone.

- While the handset is on an external call, a series of short beeps is heard.
- Press (R) then [2 ABC] will place the first external call on hold and answer the 2nd call.
- Press (R) then [2 ABC] to toggle between two calls.

(Please consult your telephone service provider for details about the service).

## Call Log

The call log stores the last 20 unanswered and answered incoming calls, up to 10 characters for names or prompt messages, 18 digits for numbers, date and time.

If a number has been identified several times, it will be stored each time the phone rings. Once the 20 numbers are stored the next incoming unanswered or answered call will replace the first stored number.

Once the call log has been reviewed, the 📞 icon on the display of that handset will turn off.

Note: The call log is stored on the handset. Deletion of call records on one handset is not applicable to all other handsets registered to the same base unit.

## Reviewing the Call Log

- Press ▽ during predial or standby.
- The most recent received CID is displayed.
- If the call log is empty, EMPTY will be displayed for 2 seconds and returned to standby.
- Press (OK) to view the next available information. For example, pressing (OK) on the name will bring out the first 16 digits of the number with the ► icon turned on. Press (OK) again to view the remaining digits and the ◄ icon is on. Press (OK) again to display Date / Time and pressing (OK) at Date / Time will display the name and so on.
- Use (⇕) to scroll through the call log.
- To exit, press (C)

### Saving the CID record into phonebook

- Press Ⓡ on a CID while reviewing the call log.
- The display will show SAVE ENTRY.
- Press ⓄⓀ. The display reads NAME? or the name of the CID (transmitted from the network or from the phonebook).
- Use the numeric keys and Ⓒ to enter or edit the name for the entry. If a name is not entered, the entry will be identified by a set of brackets ( ). User can refer to the editing an entry section on how to edit the phonebook name.
- Press ⓄⓀ. The display reads NUMBER? Or the number of the CID will be displayed.
- Use the numeric keys and Ⓒ to enter or edit the number for the entry.
- Press ⓄⓀ to confirm. If the number already exists in the phonebook, the display will remain at the number.
- Press Ⓒ will return to call log.
- Press and hold Ⓒ will exit to standby.

### Deleting a CID Record

- Press Ⓡ on a CID while reviewing the call log.
- The display will show SAVE ENTRY.
- Use ⬍ to scroll until the display reads DELETE.
- Press ⓄⓀ. The display will read DELETE?
- Press ⓄⓀ to confirm and the selected CID is deleted.
- If there is no more record in the call log, the display will show EMPTY for 2 seconds and return to standby.

Note: Refer to Delete All Records section to delete the entire call log at once.

### Call Back from the Call Log

This feature only works if the CID record contains a valid phone number.

- Press ▾ during predial or standby to bring out the call log.
- The most recent received CID is displayed.
- If the call log is empty, EMPTY will be displayed for 2 seconds and returned to standby.
- Use ⬍ to scroll through the call log.
- Press ⓒ⁄ₖ on the selected CID to dial out the number.

## Answering Machine

The answering machine functions are controlled from the handset in the answering machine mode (AM) by pressing 🔊 during standby.

In the answering machine mode,
- If the answering machine is off, the display will show AM OFF.
- If the answering machine is on, and the Answer Record mode is selected, the display will show ANS RECORD.
- If the answering machine is on, and the Answer Only mode is selected, the display will show ANS ONLY.
- Press Ⓒ or 🔊 to abort the current operations, exit the answering machine mode and return to standby.

Note: If more than one handset is registered to the same base unit, only one handset can access the answering machine at a time. When the second handset tries to access the answering machine, the display will show NOT AVAIL for 2 seconds and then remain in the answering machine mode.

**Answering Mode**

There are two modes available to answer an incoming call when the answering machine is on.

When the answering machine is in Answer and Record (ANS RECORD) mode, the answering machine will allow the caller to leave a message after OGM1 is played.

When the answering machine is in Answer Only (ANS ONLY) mode, the answering machine will drop the call once OGM2 is finished.

When the memory of the answering machine is full, the answering mode will automatically enter into ANS ONLY mode.

### *Changing Answering Mode*

- Press ⊕ enter into answering machine mode.
- Press #°⌐/II to toggle between answering mode.
- If the answering machine is on, the display will show ANS RECORD or ANS ONLY depending on which answering mode the user selected.
- If the answering machine is off, the display will show ANS RECORD or ANS ONLY for 2 seconds and then goes back to AM OFF.

**Outgoing Message (OGM)**

You can choose which OGM will be played to callers once the answering machine answers the incoming call.

- OGM1 for ANSWER (ANS) RECORD mode,
- OGM2 for ANSWER (ANS) ONLY mode.

You should record your own personalized OGM1 (maximum 40 secs) inviting callers to leave a message.
If required you should next record OGM2 (maximum 40 secs) advising callers that a message can not be left at this time.

When the answering machine answers the call, your customized OGM1 or 2 will play to the caller as selected.

If the customized OGM's are deleted or not recorded the default OGM will be played to callers.

### *Recording OGM*

- Press ⊕ to enter into answering machine mode.
- If the answering machine is on, the display will show the answering mode, ANS RECORD or ANS ONLY. If the answering machine is off, the display will show AM OFF.
- If the answering machine is in ANS RECORD mode, OGM1 will be recorded. If the answering machine is in ANS ONLY mode, OGM2 will be recorded.
- Press 9 WXYZ.

- The display will show REC OGM1 or REC OGM2 depending on the answering mode.
- Wait for a beep tone that indicates the beginning of the recording. Record your OGM by talking into the microphone at a normal tone of voice.
- Press 5 ° JKL to stop the recording.
- The recorded OGM will be played back after the recording.
- During the OGM play back, the display will show PLAY OGM1 or PLAY OGM2 depending on the answering mode.
- If you didn't stop the recording within 40 seconds, the recording will be stopped automatically after 40 seconds and two-beep tone will be heard. The recorded OGM will play back.

### *Playing OGM*

- Press ⊕ to enter into answering machine mode.
- If the answering machine is on, the display will show the answering mode, ANS RECORD or ANS ONLY. If the answering machine is OFF, the display will show AM OFF.
- Press 6 MNO.

- If the answering machine is in ANS RECORD mode, OGM1 will be played. The display will show PLAY OGM1.
- If the answering machine is in ANS ONLY mode, OGM2 will be played. The display will show PLAY OGM2.
- Press ( ◆ ) to adjust the speaker volume.
- Press $\boxed{5 \ ^{\circ \ JKL}}$ to stop the playback or the answering machine will stop at the end of the OGM. The display will show STOP. Two-beep tone will be emitted when the playback was stopped by itself.

### Deleting the customized OGM

- Press ( ◁ ) to enter into answering machine mode.
- If the answering machine is on, the display will show the answering mode, ANS RECORD or ANS ONLY. If the answering machine is OFF, the display will show AM OFF.
- Press $\boxed{6 \ ^{MNO}}$.
- If the answering machine is in ANS RECORD mode, OGM1 will be played. The display will show PLAY OGM1.
- If the answering machine is in ANS ONLY mode, OGM2 will be played. The display will show PLAY OGM2.
- During the playback of the customized OGM, press $\boxed{* \ \text{🔒}}$.
- The display will show DELETED. The OGM will stop and a confirmation tone will be heard. The customized OGM is deleted and the default OGM is restored.

Note: The default OGM's cannot be deleted.


## Answering Machine On / Off

- Press ( ◁ ) to enter into answering machine mode.
- If the answering machine is OFF, the display will show AM OFF.
- Press $\boxed{8 \ ^{TUV}}$ to turn answering machine to on. A confirmation tone will be heard. The display will show ANS RECORD or ANS

ONLY, depending on the answering mode, and 📼 icon on the display and the DTAM LED on the base unit will also be turned on.
- Press $\boxed{8 \ ^{TUV}}$ to turn answering machine to off. A confirmation tone will be emitted. The display will show AM OFF. The 📼 icon on the display and the DTAM LED on the base unit will be turned off.

Note: If the answering machine is off, it will also be turned on after ten rings.

### Answering Machine Quick OFF

If you pick up the incoming call from a phone on another extension during the period when the OGM is being played, you can stop the answering machine operation by pressing the # key on the extension telephone.


## Memo

You can record a memo in the answering machine. The memo will not be included when the incoming messages (ICM's) are played.

If there is a memo being recorded in the answering machine, the display on all handsets registered to the same base unit will show NEW MEMO during standby.

Note: Only one memo can be stored in the answering machine at a time. User will need to delete the old memo before a new memo can be recorded.


### Recording Memo

- Press ( ◁ ) to enter into answering machine mode.
- Press $\boxed{7 \ ^{PQRS}}$. The display will show REC MEMO.
- Wait for a beep that indicates the beginning of recording. Record the memo by talking into the microphone at a normal tone of voice.

- Press $\boxed{5 \;^\circ \text{JKL}}$ to stop the recording. The display will show STOP.
- The memo will be played back. During play back, the display will show PLAY MEMO.
- If the recording was not stopped. Once the maximum duration is reached or the memory is full, the recording will stop by itself. The memo will be played back. During play back, the display will show PLAY MEMO.
- Press $\boxed{5 \;^\circ \text{JKL}}$ to stop the playback or the playback will stop at the end of the Memo. The display will show STOP and two-beep tone will be heard.

Note: Your can specify the maximum duration of the memo and ICM (Refer to Message Length Section for details).

### *Playing Memo*

- Press $\boxed{4 \;\text{GHI}}$ to listen to the memo.
- The display will show PLAY MEMO.
- Press $\boxed{4 \;\text{GHI}}$ during the playback to replay the memo from the beginning.
- Press $\boxed{\updownarrow}$ to adjust the speaker volume.
- Press $\boxed{5 \;^\circ \text{JKL}}$ to stop the playback or the playback will stop at the end of the Memo. The display will show STOP and two-beep tone will be heard.
- Once the memo is played, the prompt NEW MEMO that displays during standby mode will turn off.

Note: If there is no memo being recorded, the display will show NO MEMO when $\boxed{4 \;\text{GHI}}$ is pressed.

### *Deleting Memo*

- Press $\boxed{\ast \;\ast}$ during memo playback.

- The memo will stop playing and a confirmation tone will be heard.
- The display will show DELETED.

**Incoming Message (ICM)**

A maximum of 25 messages ICM's can be recorded, unless a memo has been recorded. You can specify the maximum duration of the ICM and Memo (Refer to Message Length Section for details).

When there is at least one ICM in the answering machine, XX-XX MESSAGES will be displayed on all the handsets registered to the same base unit during standby where the first XX stands for the number of new ICM and the second XX stands for the number of old ICM. For example, the prompt will show 01-02 MESSAGES when there is one new ICM and two old ICM's.

When the maximum number of messages is recorded or the memory is full, the display will show XX-XX MEM FULL. For example, the prompt will be 05-20 MEM FULL.

When there is unheard ICM in the answering machine, the DTAM LED on the base unit will be blinking. The handset LED will also be blinking during on hook. The message waiting alert tone will also be emitted periodically from the handset speaker during standby, provided that the alert tone is set to on (Refer to Alert Tone Section for details).

Note: The total recording memory will be shared between ICM's and Memo.

### *Recording ICM*

ICM will be recorded only if the answering machine is in ANS RECORD mode.

- When the answering machine answers the call, OGM1 is played. Caller can record the message in the answering machine after a short beep that indicates the recording begins.

- When maximum recording duration for the ICM has reached or the memory is full if the caller doesn't hang up, a two-beeps tone will emit to the user when the recording stops. The answering machine will release the line.
- If there is CID information from the call, the date and time of the ICM will be recorded.

*Playing ICM*

- Press 🔊 to enter into answering machine mode.
- Press 2 ABC to play the messages.
- New ICM's will be played from the oldest new ICM until all the new messages are played. When there is no new ICM, the old ICM's will be played starting from the oldest ICM of the old ICM's until all messages are played. A new ICM will be marked as old once it is played back.
- Press 5 ° JKL to stop. The display will show STOP.
- A short beep will be heard in between two ICM's. When all ICM's were played, two beeps tone will be heard.

During ICM playing, user can
- Press 1 or 2 ABC after the first 5 seconds of the message to replay the current ICM.
- Press 1 within the first 5 seconds of the message to play the ICM older than the current one unless the current one is the oldest ICM. Otherwise, the current ICM will be replayed.
- Press 3 DEF to play the ICM newer than the current one unless the current ICM is the newest. Otherwise, the playback will be stopped.
- Press 1 at the first ICM to replay the ICM.
- Press OK to view the message info.
- Press ↕ to adjust the speaker volume.

When an ICM is played back, the display will show
- the ICM's number in the memory, e.g. 05 for message number 5,

- the date recorded from the CID, e.g. 02/11, and
- The time recorded from the CID, e.g. 10:20.

*Deleting ICM*

During ICM playing,
- Press ✱ ⅋ to delete the current ICM.
- The display will show DELETED until the message is deleted. A confirmation tone will be heard.
- The next ICM will be played...

- If the deleted ICM is the last ICM in the memory, the display will show STOP.

To delete all ICM's,
- Press 🔊 to enter into answering machine mode.
- Press ✱ ⅋.
- The display will show DELETE?
- Press OK to confirm.
- Press C to cancel the deletion. Press and hold C to exit.
- If OK is pressed. The display will show DELETED. A confirmation tone will be heard.

**Ring Delay**

The number of rings allowed before the answering machine answers the incoming call can be set. There are seven choices: ECONOMY, 2, 3, 4, 5, 6, and 7 rings. When 2 to 7 is selected, the answering machine will answer the call after the selected number of rings. When ECONOMY is selected, the answering machine will answer the call after 4 rings when there is no new ICM/memo or after 2 rings when there is at least one new ICM or new memo.

To set Ring Delay:

- Press R to enter the menu mode

- Use ⏶⏷ scroll through the menu until the display reads ANSWER MAC.
- Press OK.
- Use ⏶⏷ to scroll until the display reads RING DELAY.
- Press OK. The current ring delay will be displayed.
- Use ⏶⏷ to select among ECONOMY, RING2 to RING7.
- Press OK to confirm the selection and exit to RING DELAY.

## Alert Tone

When the alert tone is set to ON, a short beep will be emitted once every minute from the handset speaker during standby when there is at least one new ICM or new memo on the answering machine.

- Press R to enter the menu mode
- Use ⏶⏷ scroll through the menu until the display reads ANSWER MAC.
- Press OK.
- Use ⏶⏷ to scroll until the display reads ALERT TONE.
- Press OK. The current setting is displayed.
- Use ⏶⏷ to select ON or OFF.
- Press OK to confirm the selection.

Note: This feature is handset dependent.  You may turn this feature on and off on each handset registered to the system.

## Message Length

User can specify the maximum duration of the message (ICM) or memo that can be recorded. There are two choices of message length: 1 minute or 2 minutes.

- Press R to enter the menu mode
- Use ⏶⏷ scroll through the menu until the display reads ANSWER MAC.
- Press OK.
- Use ⏶⏷ scroll through the menu until the display reads MSG LENGTH.
- Press OK.  The current message length will be displayed.
- Use ⏶⏷ to select one of the two choices.
- Press OK to confirm the selection and exit to MSG LENGTH.

## Speaker Filtering

Speaker Filtering is to allow all calls to be listened on the speaker of handsets #1.  Once activated, handsets #1 speaker will be turned on automatically when the answering machine answers the call. User will be able to hear the OGM and ICM recording from handset #1 speaker.

- Press R to enter the menu mode
- Use ⏶⏷ scroll through the menu until the display reads ANSWER MAC.
- Press OK.
- Use ⏶⏷ scroll through the menu until the display reads SPK FILTER.
- Press OK. The current setting will be displayed.
- To activate speaker filtering,

- o Use ⭥ to scroll to ON.
- o Press (OK) to activate and exit to SPK FILTER.
- To de-activate speaker filtering,
  - o Use ⭥ to scroll to OFF.
  - o Press (OK) to de-activate and exit to SPK FILTER.

Note: If remote access code or SOS code is entered when Speaker Filtering is on, the handset speaker will be turned off once the caller entered *. The handset speaker will be turned on again if the code entered is incorrect and the OGM is replayed.
If handset #1 has monitor feature on, Speaker Filtering will not work.

**Call Screening**

Incoming calls can be screened and sent directly to the answering machine.

OFF: The screening is turned off. The answering machine will answer all calls after the number of rings specified by the ring delay setting (if the answering machine is ON) or after 10 rings (if the answering machine is OFF).

ALL: The answering machine will answer all the incoming calls. There won't be any ring when an external call comes in. Caller can use the SOS code to breakthrough the screening and let the base ring.

EXEMPT: Only the number with/starts with the designated digits will ring. All other calls will be diverted to the answering machine. Callers from those screened calls can use the SOS code the breakthrough the screening and let the base ring.

SCREEN: The number with/starts with the designated digits will be diverted to the answering machine. Calls from other numbers will ring according to the ring delay setting.

Caller of the screened number can use the SOS code to breakthrough the screening and let the base ring.

To set the screening:
- Press (R) to enter the menu mode
- Use ⭥ scroll through the menu until the display reads ANSWER MAC.
- Press (OK).
- Use ⭥ to scroll until the display reads SCREENING.
- Press (OK). The current setting is displayed.
- To de-activate any screening,
  - o Use ⭥ to scroll until the display reads OFF.
  - o Press (OK) to de-activate all screening features.
- To set screening for all calls,
  - o Use ⭥ to scroll until the display reads ALL.
  - o Press (OK) to activate the screening feature. All calls will be diverted to the answering machine without ringing.
- To set an exempt number for the screening,
  - o Use ⭥ to scroll until the display reads EXEMPT.
  - o Press (OK). The display will show NUMBER? Or the previously entered exempt number.
  - o Use the numeric keys and (C) to enter the number up to 18 digits.
  - o Press (OK) to confirm the number and the feature is activated.
  - o Calls from the number will be allowed to ring.
- To choose a number to be screened,
  - o Use ⭥ to scroll until the display reads SCREEN.
  - o Press (OK). The display will show NUMBER? Or the previously entered screen number.

o Use the numeric keys and $\textcircled{c}$ to enter the number up to 18 digits.

o Press $\textcircled{ok}$ to confirm the number and the feature is activated.

o Calls from the number will be diverted to the answering machine.

## Block the Blocker

When the blocker feature is on, all calls with Private CID will be answered immediately by the answering machine (if it is turned on). The blocker caller can use the SOS code to breakthrough and let the base ring for 8 seconds.

- Press $\textcircled{R}$ to enter the menu mode.

- Use $\textcircled{\updownarrow}$ scroll through the menu until the display reads ANSWER MAC.

- Press $\textcircled{ok}$. Use $\textcircled{\updownarrow}$ to scroll until the display reads BLOCKER.

- Press $\textcircled{ok}$. The current setting is displayed.

- Use $\textcircled{\updownarrow}$ to select ON or OFF.

- Press $\textcircled{ok}$ to confirm the selection and exit to BLOCKER.

Note: If both the SCREEN screening and BLOCKER feature are on, calls from the screened numbers as well as those with Private CID will be diverted to the answering machine.

## Remote Access Code

A 3-digit remote access code is used to access the answering machine remotely from any tone dialling telephone.

- Press $\textcircled{R}$ to enter the menu mode

- Use $\textcircled{\updownarrow}$ scroll through the menu until the display reads ANSWER MAC.

- Press $\textcircled{ok}$. Use $\textcircled{\updownarrow}$ to scroll until the display reads REMOTE PIN.

- Press $\textcircled{ok}$. The display will show PIN?

- Enter the correct remote access code of the connected base (The default remote access code is 123).

- Press $\textcircled{ok}$. The display will show NEW PIN?

- Enter the new pin code.

- Press $\textcircled{ok}$ to confirm.

- The display will show REPEAT.

- Re-enter the new pin code.

- Press $\textcircled{ok}$ to confirm and exit to REMOTE PIN.

## SOS Code

A 3-digit SOS code is used to breakthrough when the call is screened or blocked.

- Press $\textcircled{R}$ to enter the menu mode

- Use $\textcircled{\updownarrow}$ scroll through the menu until the display reads ANSWER MAC.

- Press $\textcircled{ok}$. Use $\textcircled{\updownarrow}$ to scroll until the display reads SOS CODE.

- Press $\textcircled{ok}$. The display will show PIN?

- Enter the correct SOS code of the connected base (The default SOS code is 111).

- Press $\textcircled{ok}$. The display will show NEW PIN?

- Enter the new pin code.

- Press $\textcircled{ok}$ to confirm.

- The display will show REPEAT.

- Re-enter the new pin code.

- Press $\textcircled{ok}$ to confirm and exit to SOS CODE.

Note: The Remote Access code and SOS code cannot be the same because user can enter either code while OGM is played.

**Remote Access to the Answering Machine**

The answering machine can be accessed from other tone dialling telephones.

- Place a call to your phone.
- If the answering machine is on, the OGM plays
  - While the OGM is playing, press * and then the 3-digit remote access code by using the keypad of the touch-tone phone
  - If the code is entered correctly, you will hear 2 beeps.
    - The new messages, if any, will be played back starting with the oldest new one. Otherwise, the oldest message will be played back.
    - You can also enter a short cut within 8 seconds. For example, press 5 to stop the message playing. Press 9 to record a new OGM etc.
  - If the code is entered incorrectly, the OGM will be replayed. Use the keypad of the touch-tone phone to re-enter * and then the 3-digit remote access
- If the answering machine is off,
  - After 10 rings, the answering machine is turned on.
  - You will hear 2 beeps and the OGM plays.
  - While the OGM is playing, press * then the 3-digit remote access code by using the keypad of the touch-tone phone
  - If the code is entered correctly, you will hear 2 beeps.
    - The new messages, if any, will be played back starting with the oldest new one. Otherwise, the oldest message will be played back.
    - You can also enter a short cut within 8 seconds. For example, press 5 to stop the message playing. Press 9 to record a new OGM etc.
  - If the code is entered incorrectly, the OGM will be replayed. Use the keypad of the touch-tone phone to re-enter * and then the 3-digit remote access

Note: The answering machine will drop the line after three failed attempts.
If there is no incoming message and you do not enter anything within 8 seconds after the remote access code was correctly entered, the line will be dropped.

*Remote Access Shortcuts*

Shortcuts for most remote access functions are the same as those accessed from answering machine mode except Delete All Messages
- Press * and then 0 within 2 seconds to delete all ICM's.

*Remote Access Responses*

Most tones and alerts for remote access operations are the same as those in the answering machine mode except
- When **8** are pressed to turn the answering machine on, two beeps confirmation tone will be heard.
- When **8** are pressed to turn the answering machine off, a short beep tone will be heard.
- When **#** is pressed to change from ANS ONLY to ANS RECORD mode, two beeps confirmation tone will be heard.
- When **#** is pressed to change from ANS RECORD to ANS ONLY mode, a short beep tone will be heard.
- If the Memo is recorded when the memory is full, a long beep reject tone will be heard.

**Answering Machine Shortcuts Summary**

The available shortcuts for ANS MAC mode and remote access are:

| Feature | Shortcut for ANS MAC mode | Shortcut for Remote access control |
|---|---|---|
| Play messages | 2 ABC | 2 |
| Repeat current message | 1 | 1 |
| Play previous message | 1 | 1 |
| Play next message | 3 DEF | 3 |
| Stop | 5 ° JKL | 5 |
| Delete the current message while the message is being played | ✱ ⚡ | * |
| Delete all Messages | ✱ ⚡ | * + 0 |
| Record OGM | 9 WXYZ | 9 |
| Play OGM | 6 MNO | 6 |
| Record a memo | 7 PQRS | 7 |
| Play a memo | 4 GHI | 4 |
| Answer Machine On / Off | 8 TUV | 8 |
| Select Answer-Record or Answer-Only mode | #○π/ΙΙ | # |

# Additional Features

**Network Services**

There are 7 network service memories. Each can contain up to 10 characters for the name of service and 18 digits for the access number of the service. Three of the 7 numbers are pre-programmed (Australia models only), but can be changed. You may program other services of your choice. Charges may apply for the use of these services. Check with your network operator. The network services

functions are accessed like the phonebook except that they can also be accessed when the phone is off-hook.

| Service Number | Name | Service code |
|---|---|---|
| Service1 | Call W ON | *43# |
| Service2 | Call RTN | *10# |
| Service3 | Call W OFF | #43# |
| Service4 | | |
| Service5 | | |
| Service6 | | |
| Service7 | | |

*Adding a new Network Service*

- Press 📲 during predial or standby
- The display reads ADD ENTRY.
- Press (OK). The display reads NAME? (If 7 services have already been recorded, FULL will be displayed for 2 seconds and returned to ADD ENTRY)
- Use the alphanumeric keypad and (C) to enter the name of the service (up to 10 characters). (If no name is entered, the display will remain at NAME? Every entry must have a name)
- Press (OK) to confirm. The display reads NUMBER?
- Use the numeric keys and (C) to enter the number of the service (up to 18 digits). You can also enter a recall by pressing (R), R will be displayed. (If no number is entered, the display will remain at NUMBER?)
- Press (OK) to confirm.

Note: The phonebook records and Services numbers cannot be the same.

*Reviewing Network Services*

- Press ⌨ during predial or standby.
- The display reads ADD ENTRY.
- Use ⏶⏷ to scroll through the services or press a digit to search like the phonebook records.
- On the name of a service except ADD ENTRY, press (ok) to view the number of that service.
- Press (c) at any time to return to standby.

### *Dialling out the Service Number*

During standby,
- press ⌨ to bring up the list of services,
- Use ⏶⏷ to select a service.
- Press (✆/✱) on a selected service will dial out the number.

When off-hook,
- Press ⌨. The list of services will be available to select.
- Use ⏶⏷ to select a service.
- Press (ok) and the number of the selected service will be dialled out.

### *Editing Network Service Number*

- Press ⌨ during predial or standby.
- The display reads ADD ENTRY.
- Use ⏶⏷ to scroll through the services or press a digit to search like the phonebook entries.
- Press (R) on a service. The display will read EDIT ENTRY.

- Press (ok). The name of the service will be displayed.
- Edit the name and press (ok) to confirm.
- The number of the entry will be displayed.
- Edit the number and press (ok) to confirm.
- The display will return to EDIT ENTRY.
- Press (c) will return to the services list.
- Press and hold (c) will exit to standby.

### *Delete a Network Service*

- Press ⌨ during predial or standby.
- The display reads ADD ENTRY.
- Use ⏶⏷ to scroll through the services or press a digit to search like the phonebook entires.
- Press (R) on a service. The display will read EDIT ENTRY.
- Use ⏶⏷ to scroll until the display reads DELETE.
- Press (ok). The display reads DELETE?
- Press (ok) again to confirm and the selected service is deleted.
- The display will return to the services list.
- Press (c) to exit.

Note: Refer to Delete All Records section to delete all the services numbers at once.

Prefix Matching

User can program to automatically add a prefix to the number dialled if the first few digits of the number match the ones described in the prefix rules. User can add up to three rules each of which includes up to five digits for both prefix and the starting digits to the number to match.

When the prefix rules are activated, the numbers for quick dial, direct dial, predial, phonebook dial, call back from call log and redial will be checked if a prefix would be added to them.

If the number going to be dialled starts with the digits entered in the prefix rules, the respective prefix will be appended before the number and dialled out. For example, prefix for rule one is 123, and the number for rule one is 589, when trying to dial out the number 5897648, it will be dialled as 1235897648. The prefix appended to the number and dialled out however will not be displayed nor stored in the redial log.

- Press $\boxed{R}$.
- Use $\updownarrow$ to scroll through the menu until the display reads FEATURES.
- Press $\boxed{OK}$.
- Use $\updownarrow$ to scroll through the menu until the display reads PREFIX.
- Press $\boxed{OK}$. The display reads PIN?
- Enter the correct PIN of the base. Press $\boxed{OK}$.
- The display will show PREFIX 1.
- Use $\updownarrow$ to scroll through PREFIX 1 to PREFIX 3.
- Press $\boxed{OK}$ on a selection.
- Use $\updownarrow$ to select ON or OFF.
- Press $\boxed{OK}$ on OFF will de-activate the selected prefix rule.
- Press $\boxed{OK}$ on to activate the selected prefix rule.
- The display will read PREFIX? Or the previously entered prefix.
- Use the numeric keys and the $\boxed{C}$ to enter the prefix.
- Press $\boxed{OK}$ to confirm the prefix entered.
- The display will read NUMBER? Or the previously entered number.
- Use the numeric keys and the $\boxed{C}$ to enter the number.

- Press $\boxed{OK}$ to confirm the number entered.

Note: When the number for the prefix rule does not contain any digit, it will apply to any number dialled.
The feature is not applicable to traditional dialling.
The dialled prefix will not be stored into the redial list.
Prefix matching will not be done on the emergency numbers.

**Call Barring**

Call barring prevents any one dialling certain types of numbers such as premium numbers or international calls without having the PIN Number.

**The following call barring options can be selected:**

OFF: All calls allowed
ALL: All external calls except those to emergency numbers are barred
EXEMPT: All external calls starting with the exempt number will be allowed. Other external calls except those to the emergency numbers will be barred.
BAR: All the external calls starting with that prefix will be barred. However, if the emergency numbers begin with the barred prefix, calls to those numbers will be allowed.

- Press $\boxed{R}$.
- Use $\updownarrow$ to scroll through the menu until the display reads FEATURES.
- Press $\boxed{OK}$.
- Use $\updownarrow$ to scroll through the menu until the display reads CALL BAR.
- Press $\boxed{OK}$. The display reads PIN?
- Enter the correct PIN of the base. Press $\boxed{OK}$.
- The display will show HANDSET 1.
- Use $\updownarrow$ to scroll through HANDSET 1 to HANDSET 5.

- Press (OK) on a selection.
- To de-activate any call bar setting for the selected handset,
  - Use (⬍) to scroll until the display reads OFF.
  - Press (OK). The function is de-activated. All calls will be allowed.
- To bar all external calls on the selected handset,
  - Use (⬍) to scroll until the display reads ALL.
  - Press (OK). User cannot dial out external calls except emergency calls.
- To bar external calls except the EXEMPT number on the selected handset,
  - Use (⬍) to scroll until the display reads EXEMPT.
  - Press (OK). The display reads NUMBER? Or the previously entered exempt number.
  - Use the numeric keys and (C) to enter the number to be exempted.
  - Press (OK) to confirm the entry.
  - All external calls starting with the EXEMPT number will be allowed. Other external calls will be barred.
- To bar external calls with the BAR number on the selected handset,
  - Use (⬍) to scroll until the display reads BAR.
  - Press (OK). The display reads NUMBER? Or the previously entered bar number.
  - Use the numeric keys and (C) to enter the number to be barred.
  - Press (OK) to confirm the entry.
  - All external calls starting with the BAR number will be barred. Other external calls will be allowed.

Note: If (OK) is pressed when no digit is entered for EXEMPT and BAR, the call barring feature will be turned off for that handset.

**Ringer Melody for External Calls**

- Press (R). Use (⬍) to scroll through the menu until the display reads SOUNDS.
- Press (OK). Use (⬍) to scroll through the menu until the display reads HS RINGER.
- Press (OK). Use (⬍) to scroll through the menu until the display reads EXT MELODY.
- Press (OK).
- Use (⬍) to select the desire melody, MELODY 1 to MELODY 10, for incoming external call ringing.
- Press (OK) to confirm the selection and exit to EXT MELODY.
- Press and hold (C) will exit to standby.

Note: The default ringer melody for external calls is MELODY 1.

**Ringer Melody for Internal Calls**

- Press (R). Use (⬍) to scroll through the menu until the display reads SOUNDS.
- Press (OK). Use (⬍) to scroll through the menu until the display reads HS RINGER.

- Press (OK). Use (↕) to scroll through the menu until the display reads INT MELODY.
- Press (OK).
- Use (↕) to select the desire melody, MELODY 1 to MELODY 10, for internal call ringing.
- Press (OK) to confirm the selection and exit to INT MELODY.
- Press and hold (C) will exit to standby.

Note: The default ringer melody for internal calls is MELODY 2.

## Ringing Volume for Base

- Press (R). Use (↕) to scroll through the menu until the display reads SOUNDS.
- Press (OK). Use (↕) to scroll through the menu until the display reads BS RINGER.
- Press (OK). The display reads VOLUME.
- Press (OK).
- Use (↕) to select from ▪▪▪▪▪, ▪▪▪▪ , ▪▪▪, ▪▪, ▪ and VOL OFF. ▪ represents the minimum volume level whereas ▪▪▪▪▪ represents the maximum volume level.
- Press (OK) to confirm the selection and exit to VOLUME.

To turn off the base ringer volume, press (OK) on VOL OFF.

## Base Ringer Melody for External Calls

- Press (R). Use (↕) to scroll through the menu until the display reads SOUNDS.

- Press (OK). Use (↕) to scroll through the menu until the display reads BS RINGER.
- Press (OK). Use (↕) to scroll through the menu until the display reads MELODY.
- Press (OK).
- Use (↕) to select the desire melody, MELODY 1 to MELODY 10, for incoming external call ringing.
- Press (OK) to confirm the selection and exit to MELODY.
- Press and hold (C) will exit to standby.

## Alert Tones

User can choose to turn on or off the following tones according to your preference.

Key Beep: You will hear tone each time a key is pressed. For long presses, there will be two tones: one upon key depression and the other upon long press being activated.
Confirmation: You will hear a tone when a setting or choice is confirmed.
Charging: You will hear a tone when the handset is returned to the base cradle for charging.

- Press (R). Use (↕) to scroll through the menu until the display reads SOUNDS.
- Press (OK). Use (↕) to scroll through the menu until the display reads TONES.
- Press (OK). Use (↕) to select from KEY BEEP, CONFIRM and CHARGING.
- Press (OK) on a selection to select ON or OFF.
- Press (OK) to confirm the selection and exit to CHARGING.
- Press and hold (C) will exit to standby.

**Out of Range Warning**

When the handset is too far away from the base during standby and the link is lost with the base, the display will show BS SEARCH and the Y icon will blink.

- Bring the handset nearer to the base so that the signal gets stronger.
- When the signal between the handset and base re-establishes, the display will go to standby and the Y icon will be steady.

When the handset is too far away from the base during a call, user will hear an alert tone through the earpiece.

- Bring the handset closer to the base so that the signal gets stronger.
- If you fail to bring the handset back in range with the base, your call would be disconnected.

**Auto Answering**

When the function is activated, user is able to answer a call by lifting the handset out of the base cradle without having to press the ⌀/𝕜 key.

- Press ⓡ. Use ⇕ to scroll through the menu until the display reads SETTINGS.
- Press ⓞⓚ. Use ⇕ to scroll through the menu until the display reads AUTO ANS.
- Press ⓞⓚ.
- To activate:
  - Use ⇕ to select ON.
  - Press ⓞⓚ. User can answer a call by lifting the handset out of the base cradle without having to press the ⌀/𝕜 key.
- To de-activate:

- Use ⇕ to select OFF.
- Press ⓞⓚ. User will need to press the ⌀/𝕜 key to answer a call no matter the handset is on the base cradle or out of the base cradle.

**Recall Timing**

Recall timing default settings are: Australia 100ms and New Zealand 600ms. You should not need to change these settings.

If when you are using network services or a PBX the ⓡ button does not work you can select a different setting.

- Press ⓡ. Use ⇕ to scroll through the menu until the display reads SETTINGS.
- Press ⓞⓚ. Use ⇕ to scroll through the menu until the display reads FLASH TIME.
- Press ⓞⓚ. Use ⇕ to select from the two durations choose Flash 1 for Australia and Flash 2 for New Zealand.
- Press ⓞⓚ on a selection to confirm and exit to FLASH TIME.
- Press and hold ⓒ will exit to standby.

**Handset Name**

If you choose to you may programme each handset with its own name to be displayed during standby.

- Press ⓡ. Use ⇕ to scroll through the menu until the display reads DISPLAY.
- Press ⓞⓚ. Use ⇕ to scroll through the menu until the display reads LABEL.

- Press **OK**. Use the numeric keys and **C** to enter the name for the handset (max 10 characters).
- Press **OK** to confirm the name entered and exit to LABEL.
- Press and hold **C** will exit to standby.

## Call Timer

The length of the call can be timed and displayed. The timer will start counting once the phone goes off hook. When the call has started for 10 seconds, the call timer in the format of mm:ss (e.g. 00:10) will be displayed if the call timer is activated. Once the timer reaches 59 minutes and 59 seconds (59:59), the format will change to hh:mm (e.g. 01:00). Call timer will reset to 00:00 (mm:ss) and start over again after 17 hr 59 min 59 sec (17:59). When the call has ended, the call timer will stop counting and keep on displaying for 5 seconds.

To activate:

- Press **R**. Use the scroll to scroll through the menu until the display reads DISPLAY.
- Press **OK**. Use the scroll to scroll through the menu until the display reads CALL TIMER.
- Press **OK**. Use the scroll to scroll until the display reads ON.
- Press **OK** to confirm and exit to CALL TIMER.
- Press and hold **C** will exit to standby.

To de-activate:

- Press **R**. Use the scroll to scroll through the menu until the display reads DISPLAY.
- Press **OK**. Use the scroll to scroll through the menu until the display reads CALL TIMER.
- Press **OK**. Use the scroll to scroll until the display reads OFF.

- Press **OK** to confirm and exit to CALL TIMER.
- Press and hold **C** will exit to standby.

## Backlit LCD

The backlight will turn on:
- when a key is pressed
- when the handset is powered up
- when there is an incoming call
- when paging from the base

The backlight will automatically turn off:
- approx. 10 seconds after a key is pressed
- when paging is stopped by itself
- when the incoming internal call ends without being answered
- when the incoming call expires at the handset.

User can also choose to turn off the Backlit LCD by

- Pressing **R**. Use the scroll to scroll through the menu until the display reads DISPLAY.
- Press **OK**. Use the scroll to scroll through the menu until the display reads BACKLIT.
- Press **OK**. Use the scroll to select OFF.
- Press **OK** to turn off the backlight.

To turn on the backlit, user can

- Press **R**. Use the scroll to scroll through the menu until the display reads DISPLAY.
- Press **OK**. Use the scroll to scroll through the menu until the display reads BACKLIT.
- Press **OK**. Use the scroll to select ON.
- Press **OK** to turn on the backlight.

**Delete All Records**

You can reset the phonebook records, redial list, call log and network services numbers by using this menu.

- Press $\binom{R}$. Use $\binom{\updownarrow}$ to scroll through the menu until the display reads RESET.
- Press $\binom{OK}$. Use $\binom{\updownarrow}$ to scroll until the display reads RECORDS.
- Press $\binom{OK}$. The display will show RESET?
- Press $\binom{OK}$ to confirm and exit to RECORDS.
- Press and hold $\binom{C}$ will exit to standby.

Note: Once reset, all entries in the phonebook, redial list, call Log are deleted and the network Services numbers are reset to factory default.

# Using Additional Cordless Handsets

**Registration**

Each additional compatible handset must go through the registration process with the base. Each Oricom handset can be registered with up to 4 base units. Each base can have up to 5 handsets registered to it.
When registering, each handset can select base number for the base to be registered so that it can be identified at base selection setting.

To register:

- Press $\binom{R}$. Use $\binom{\updownarrow}$ to scroll through the menu until the display reads SYSTEM.
- Press $\binom{OK}$. Use $\binom{\updownarrow}$ to scroll through the menu until the display reads REGISTER.
- Press $\binom{OK}$. The display will read BS 1 2 3 4.

- Enter the number of the base unit you wish to register using the numeric key.
- The handset will read PIN?
- Enter the PIN number (default is 0000).
- Press and hold the PAGE button 📞 on the base unit until you hear 2 beeps.
- Press $\binom{OK}$ on the handset. The handset will read SEARCH BS X while it searches for the base unit (where 'X' is the number of the base you are registering to).
- Once a connection has been made, the handset name and number (the next available number if the number of handsets already registered with the base is less than 5) will be shown on the display.

**Base Selection**

AUTO     If the base selection setting is set to auto, whenever the handset is lost link or powered up, it will search any available registered base to connect.

Fixed     One of the bases registered can be assigned as a fixed base so that it will be the only base to be searched when the handset is lost link or powered up.

To set:

- Press $\binom{R}$. Use $\binom{\updownarrow}$ to scroll through the menu until the display reads SYSTEM.
- Press $\binom{OK}$. Use $\binom{\updownarrow}$ to scroll through the menu until the display reads SELECT BS.
- To select AUTO,
  - Press $\binom{OK}$. The display reads AUTO.
  - Press $\binom{OK}$ will confirm the selection. The handset will search any available registered base during registration.
- To select Fixed base,

- o Use (⌄) to scroll through the menu until the display reads FIXED.
- o Press (OK). The display reads BS 1 2 3 4.
- o Use the numeric keys to enter the base number to be set as the fixed base.
- o The handset will search the base according to the selection during registration.

## Making Internal Calls

To make internal calls you need needs to have more than one handset registered to the base.

- Press (INT).
- The 𝄐 icon on handset will be turned on.
- Press the registered handset number you wish to call.
- The call timer will display after a while and start timing the call.

### Or Use Pre-Dialling

- Enter the number of the handset you wish to call.
- Press (INT).
- The call will be connected.

### To end intercom call

- Press (𝄐), or
- Place the handset back on the base unit.
- The duration of the call will remain for about 5 seconds after you hanged up.

Note: During an internal call, if an external call comes through, you will hear short beeps. ᴇxᴛ Icon on handset will blink.

## Receiving external call during Internal Call

If an external call comes in while the handset is on internal call, the EXT icon will be blinking and a series of short beeps can be heard from the earpiece. The CID of the caller will be displayed on the screen.

- Press (𝄐) to hang up the internal call.
- Press (𝄐) again to answer the external call.

## Inquiry Call

While talking on the external line, the handset can put the external call on hold and make an inquiry call to another handset. The handset can then toggle between the external call and the other handset. While the external call is on hold, a tone will be emitted to the external party to indicate that the call is on hold.

- During an external call, press (INT).
- The external call will be put on hold and internal dialling tone can be heard from the earpiece or speaker.
- The INT icon is displayed in addition to ᴇxᴛ and 𝄐 icons.
- Press the number of the handset you wish to call.
- If there is no reply, press (INT) again to reconnect to the external call and the other handset will stop ringing. Press (INT) again to make another call to other handset number.
- When the other handset answers the call, the two handsets can communicate while keeping the external call on hold.
- Press (INT) to toggle between the internal and external calls.

## Call Transfer

You can transfer phone calls to other handsets registered to the same base unit.

- During an external call, press (INT).

- The external call will be put on hold and internal dialling tone can be heard from the earpiece or speaker.
- The **INT** icon is displayed in addition to **EXT** and $C$ icons.
- Press the number of the handset you wish to call.
- When the other handset answers the call, press ⌀ on the handset or place the handset on the cradle will transfer the call. The **INT** and $C$ icons will be turned off.

## Conference Call

Conference call can be activated between external call, and two handsets.

- During an external call, press (INT).
- The external call will be put on hold and internal dialling tone can be heard from the earpiece or speaker.
- The **INT** icon is displayed in addition to **EXT** and $C$ icons.
- Press the number of the handset you wish to call.
- When the other handset answers the call, press and hold the (INT) will activate the conference call. The $C$**EXT** icon on both handsets will be turned on.
- You can exit the conference call by pressing ⌀ on the handset or place the handset on the cradle. The other handset and the external call will still be connected. The **INT** and $C$ icons will be turned off.

## Room Monitoring

When more than one handset is registered to the same base unit, one of the handsets can be used as a room (baby) Monitor device.

To activate:

- Press (R). Use ⌃⌄ to scroll through the menu until the display reads FEATURES.

- Press (OK). Use ⌃⌄ to scroll through until the display reads MONITOR.
- Press (OK). Use ⌃⌄ to select ON.
- Press (OK).
- Press and hold (C) to exit to standby.

MONITOR will flash on the display to indicate the handset is in monitor mode during standby. User can make internal call to this handset from another handset, the microphone on this handset is activated (being in monitor mode) and noise from the room can be heard. User can also press ⌀ to hear from the speaker. There will be no internal ringing.

To de-activate:
- Press (R) will take you to the MONITOR menu directly.
- Press (OK). The display reads ON.
- Press ⌄ to select OFF.
- Press (OK) to confirm and exit to MONITOR.
- Press and hold (C) to exit to standby.

Note: The handset under monitor mode will not ring when an external call comes in.

## De-register a Handset

One handset can de-register all other handsets registered to the same base unit.

- Press (R). Use ⌃⌄ to scroll through the menu until the display reads SYSTEM.
- Press (OK). Use ⌃⌄ to scroll through until the display reads DELETE HS.

- Press (OK). HANDSET 1 will be displayed.
- Use (‡) to select the desired handset (HANDSET 1 to HANDSET 5) to be deleted.
- Press (OK) to confirm the selection. The display will read PIN?
- Enter the correct PIN of the connected base and press (OK) to confirm the deletion of the handset.

Note: You cannot de-register the handset you are using.

**Change the PIN Code for Base**

PIN code for the base unit is required in order to
- Change Prefix settings,
- Change Call Barring settings,
- Register a handset,
- Deregister a handset,
- Reset the phone settings, and
- Change the current PIN.
The PIN code can be zero to eight digits.

To change the PIN code:

- Press (R). Use (‡) to scroll through the menu until the display reads SYSTEM.
- Press (OK). Use (‡) to scroll through the menu until the display reads CHANGE PIN.
- Press (OK). The display reads PIN?
- Enter the correct PIN of the connected base.
- Press (OK). The display reads NEW PIN.
- Enter the new PIN (maximum 8 digits).
- Press (OK) to confirm. The display will read REPEAT.
- Re-enter same PIN again.
- Press (OK) to confirm and exit to CHANGE PIN.
- Press and hold (C) will exit to standby.

Note: If you changed the PIN CODE, you've to use the new PIN CODE in all handsets.

**Reset Factory Default**

All settings for both the handset and base can be restored to the factory defaults by this menu.

- Press (R). Use (‡) to scroll through the menu until the display reads RESET.
- Press (OK). Use (‡) to scroll through the menu until the display reads SETTINGS.
- Press (OK). The display reads PIN?
- Enter the correct PIN of the connected base.
- Press (OK) to confirm. The display will read RESET?
- Press (OK) to confirm.

Note: User cannot restore factory default setting on the base or on the handset alone. Also, if you want to restore factory setting on other handset currently connected to the same base, you will need to restore factory setting on that handset.

# Appendix: Default Settings

External ringer melody (handset and base): MELODY 1
Internal ringer melody (handset): MELODY 2
Handset Ring Volume: ■■■■■
Base Ring Volume: ■■■■■
Receiver Volume: Medium
Flash Timing: FLASH 1
Dial Mode: Tone
Auto Answer: On
Key Beep Tone: On
Confirmation Tone: On
Charging Tone: On
Call Timer: On
Backlit LCD: On
Monitor: Off
Direct Dial function: Off
Direct Dial number: Empty
Quick Dial: Off
Prefix Dialling: Off
Prefixes and numbers: Empty
Call Barring: Off
Call bar and exempt numbers: Empty
Operator services: Default services (for Australia Models)
                          Empty (for New Zealand Models)
Base Selection: Auto
PIN Code: 0000 (for base menu)
Answering Machine: On
Answering Mode: Answer Record
Ring Delay: Economy
OGM: Pre- Recorded
New Message Alert tone: Off
ICM message length: 2 minutes
Call Screening: Off
Call screen and exempt numbers: Empty
Speaker Filtering: On
Blocker: Off
Remote Access Code (3 digits): 123
SOS Code (3 digits): 111
ICM: Empty
Memo: Empty
TAD Message Volume: Medium
Handset Name: Oricom

# Warranty Information

This product is covered by a 12 months warranty against defective workmanship or parts. The warranty does not extend to damage caused by misuse, negligence, excessive voltage, faults on the telephone line or lightning. This guarantee in no way affects your statutory rights. Full details of the warranty are contained in the enclosed warranty card.

If you feel this product is not working correctly please consult the user guide and ensure that you are using the product in accordance with the instructions.

Remove all extra telephone equipment and connect only this telephone directly to the telephone socket. If the fault is still present, connect another telephone (if available) to the telephone socket. The results will show you whether the fault lies with this unit or with the telephone line. If the product is working correctly the fault is on the telephone line. Please contact your network operator for assistance

In the unlikely event of a fault developing, please contact us for assistance. If the product is then found to be faulty you will be asked to return it directly to us with a copy of the purchase receipt.

To orders spare parts additional handsets, replacement batteries and in case of any technical issues you may have with product please consult our website for further information or send us an email for a prompt response to your enquiry.

| **Australia** | **New Zealand** |
|---|---|
| Oricom International Pty Ltd<br>**ABN 46 086 116 369**<br>PO Box 5681<br>South Windsor, NSW 2756<br><br>**Customer support**<br>Email: support@oricom.com.au<br>Web: www.oricom.com.au<br>Fax: (02) 4572 0939<br>Ph: 1300 889 785 | Atlas Gentech (NZ) Limited<br>Private Bag 14927,<br>Panmure, Auckland<br><br>**Customer support**<br>Email:<br>support@atlasgentech.co.nz<br>Web: www.atlasgentech.co.nz<br>Fax: (09) 574 2722<br>Ph: 0900 50 025 (Toll Call) |